THE WARBLER

AN EDUCATIONAL WEEKLY

ISSUE 77

Dear Student, Artist, Thinker,

There comes a certain sense of nostalgia when thinking of this week's theme, "Games and Play." The idea of play seems so long past in our adult lives; much more an idea in a childish haze of playing tag at recess, coloring with imaginary friends, or watching a high school football game.

When we think of play, we think of it being outside of ourselves. Playwright George Bernard Shaw once said, "We don't stop playing because we grow old; we grow old because we stop playing." This quote reminds us that the idea of play comes from within, born from these original spirits of imagination and wonder that could transform sticks into knight's swords or mounds of dirt into kingdoms to be conquered.

We hope that you find some of that joy and wonderment in this edition of *The Warbler*. From learning the history of basketball, a game that has captivated audiences since 1891, to more eccentric forms of play like the Gloucestershire cheese run, each of these stories and artforms reinforce the idea that the urge to play can always be found inside of us at any age.

Julia and the APAEP Team

START

END

"Games give you a chance to excel, and if you're playing in good company, you don't even mind if you lose because you had the enjoyment of the company during the course of the game."

GARY GYGAX // American game designer and author

SEPTEMBER 28 // 2021

WORDS INSIDE

FROM "HOW CHESS COMPUTERS ..."
incomprehensible | not able to be understood; not intelligible

intricate | very complicated or detailed

FROM "BASKETBALL HISTORY ..."
isotonic | in a drink, containing essential salts and minerals in the same concentration as in the body and intended to replace those lost as a result of sweating during vigorous exercise

resuscitate | to revive someone from unconsciousness or apparent death; to make something such as an idea or enterprise active or vigorous again

FROM "WHY WE PLAY ..."
scruffy | shabby and untidy or dirty

self-sufficient | needing no outside help in satisfying one's basic needs, especially with regard to the production of food; emotionally and intellectually independent

Why People Risk Their Lives Chasing Cheese

BY JAMES BURCH | *National Geographic* | June 12, 2018

Outside the city of Gloucester, England, at the edge of the scenic Cotswolds region, lies the village of Brockworth. And just beyond the village stands Cooper's Hill, which is world-famous for three closely related reasons:

1. Every year during the U.K.'s Spring Bank holiday, people send large wheels of Double Gloucester cheese rolling down the hill at 70 miles per hour.

2. Immediately following each wheel of cheese is a crowd of running race contestants, some of whom may not be completely sober. Racing styles include a sideways roll, and attempting to run, but falling over.

3. Lots of people watch, and a good number of them film the quasi-athletic challenge, with its ridiculously high level of injuries. The sometimes slippery 200-yard course down the hill has a steep 50 percent grade, and is uneven. Double Gloucester is a hard cheese with a buttery flavor, and it gets a one-second head start.

The cheese wheels for the adult men's and women's races weigh roughly eight pounds. A less dangerous children's race, which is uphill, uses a four-pound wheel.

Each race is decided within seconds. The event was formerly part of an official "wake"— a local term for a festival.

But the Cooper's Hill Cheese-Rolling contest has had no official sanction since 2010, because the increased number of visitors raised concerns about safety. For instance, crowds might block the ambulances needed to carry away competitors following the race.

The first recorded Gloucestershire Cheese-Roll happened in 1826, although the tradition is possibly older, and may even once have had a purpose of some kind, although what that might have been is up for debate. Maybe part of a fertility rite? Something to do with livestock grazing?

According to one account shared by the BBC (which remained neutral on the question of the claim's accuracy), in days gone by, the wake also included such events as "wrestling for a belt" and "shin kicking."

Over time, the Cheese-Rolling far eclipsed such other pastimes, drawing international participants and spectators alike, as well as at least one police warning to a cheesemaker suspected of intent to distribute. In 2013, a fake cheese wheel had to suffice, when 86-year-old Diana Smart, longtime provider of the traditionally-crafted Double Gloucester, received word she might face liability for injuries. Real cheese was, however, back for the following race.

As in years past, in the 2018 race, no one actually caught the rolling cheese, which is considered impossible. And in time-honored fashion, people injured themselves.

But this was no ordinary Cooper's Hill Cheese-Rolling contest. This year made history.

Champion Roller?

Chris Anderson, 30, has now become the winningest cheese-racer of all time, having claimed history's greatest number of dairy product discs in his 14 years of competition. Over the course of his racing career, he's sustained injuries that include a concussion, bruised kidneys and a broken ankle. In a past interview, the Brockworth hometown favorite said the race was "in his blood."

Anderson cited trying to stay on his feet as a key strategy in his victorious chase for the circular, casein-rich rounds. With lifetime cheese wheel total now standing at 22, Anderson expressed satisfaction at the record.

But Anderson, a soldier in the British Army, had a serious goal for the silly cheese stunt.

According to the *Independent*, the all-time cheese champ planned to auction off the winning wheel to benefit Joseph Goals, which funds research into the rare childhood developmental disorder non-ketotic hyperglycinemia, or NKH.

Presumably, Anderson has eaten little or none of his winnings. He does not like Gloucester cheese, or indeed any kind of cheese, except cheddar — a variety named for the village 40 miles to the southeast, at which there currently are no known hill-based cheese races.

The winner of this year's women's competition, Flo Early, 27, made a brief press appearance before continuing on to Gloucestershire Royal Hospital for her dislocated shoulder. ●
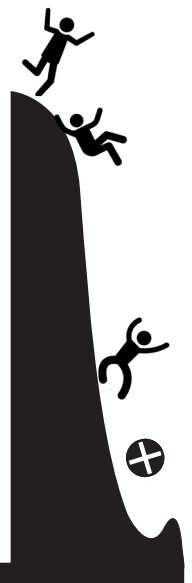
WORD PLAY A Rebus puzzle is a picture representation of a common word or phrase. How the letters/images appear within each box will give you clues to the answer! For example, if you saw the letters "LOOK ULEAP," you could guess that the phrase is "Look before you leap." *Answers are on the last page!*

CREAM | BALONEY H E | JOKES U
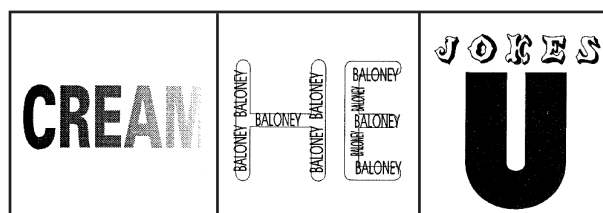
HISTORY

Basketball History Up to the Early 2000s

WORLDOFBASKETBALL.ORG | Accessed September 13, 2021

Basketball was invented in December 1891 by the Canadian clergyman, educator, and physician James Naismith. Naismith introduced the game when he was an instructor at the Young Men's Christian Association Training School (now Springfield College) in Springfield, Massachusetts. At the request of his superior, Dr. Luther H. Gulick, he organized a vigorous recreation suitable for indoor winter play. The game involved elements of American football, soccer, and hockey, and the first ball used was a soccer ball. Teams had nine players, and the goals were wooden peach baskets affixed to the walls. By 1897-1898, teams of five became standard. The game rapidly spread nationwide and to Canada and other parts of the world, played by both women and men; it also became a popular informal outdoor game. U.S. servicemen in World War II (1939-1945) popularized the sport in many other countries. A number of U.S. colleges adopted the game between about 1893 and 1895. In 1934 the first college games were staged in New York City's Madison Square Garden, and college basketball began to attract heightened interest. By the 1950s basketball had become a major college sport, thus paving the way for a growth of interest in professional basketball.

The first pro league, the National Basketball League, was formed in 1898 to protect players from exploitation and to promote a less rough game. This league only lasted five years before disbanding; its demise spawned a number of loosely organized leagues throughout the northeastern United States. One of the first and greatest pro teams was the Original Celtics, organized about 1915 in New York City. They played as many as 150 games a season and dominated basketball until 1936. The Harlem Globetrotters, founded in 1927, a notable exhibition team, specializes in amusing court antics and expert ball handling.

In 1949 two subsequent professional leagues, the National Basketball League (formed in 1937) and the Basketball Association of America (1946) merged to create the National Basketball Association (NBA). The Boston Celtics, led by their center Bill Russell, dominated the NBA from the late 1950s through the 1960s. By the 1960s, pro teams from coast to coast played before crowds of many millions annually. Wilt Chamberlain, a center for the Los Angeles Lakers, was another leading player during the era, and his battles with Russell were eagerly anticipated. Kareem Abdul-Jabbar, also a center, came to prominence during the 1970s. Jabbar

perfected his famed "sky hook" shot while playing for the Los Angeles Lakers and dominated the opposition.

The NBA suffered a drop in popularity during the late 1970s, but was resuscitated, principally through the growing popularity of its most prominent players. Larry Bird of the Boston Celtics, and Magic Johnson of the Los Angeles Lakers are credited with injecting excitement into the league in the 1980s through their superior skills and decade-long rivalry. During the late 1980s Michael Jordan of the Chicago Bulls rose to stardom and helped the Bulls dominate the NBA during the early 1990s. A new generation of basketball stars, including Shaquille O'Neal of the Orlando Magic and Larry Johnson of the Charlotte Hornets, helped sustain the NBA's growth in popularity.

In 1959 a Basketball Hall of Fame was founded in Springfield, Massachusetts. Its rosters include the names of great players, coaches, referees, and people who have contributed significantly to the development of the game. The formation of both the National Basketball League, and the Basketball Association of America created a strong attraction nationwide, to Canada, and other places around the world. The game of basketball had become a worldwide phenomenon in the matter of a few years. The development and growth in the NBA since the year 2000 has meant anything from isotonic drink sponsors, trainer brands, hot dog companies and online casino brands all wanted to grab a slice of the NBA exposure. This resulted in an increased amount of coverage towards the game, meaning sponsorship and endorsement deals came flooding through from many avenues. ●
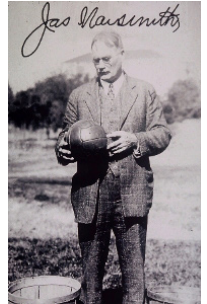
James Naismith, inventor of the game of basketball (above). Kareem Abdul-Jabbar and his famed "sky hook" shot (below)

worldofbasketball.org, Getty Images via sbnation.com

"I've missed more than 9000 shots in my career. I've lost almost 300 games. 26 times, I've been trusted to take the game winning shot and missed. I've failed over and over again in my life. And that is why I succeed."

MICHAEL JORDAN // American basketball player and businessman

MATHEMATICS

Sudoku

#154 PUZZLE NO. 2919492

								9
6		5		3				7
3			8			1		
	5	9			8			
		6	9		1			
	7	4						5
						2		1
	4			7	3			
					5	9		

#155 PUZZLE NO. 6196928

5			6	3		1		4
9								
	2		1			6		3
		3				2	8	
						4	3	7
8								
		9				7		
2				4	9			
				2	8		1	

©Sudoku.cool

SUDOKU HOW-TO GUIDE

1. Each block, row, and column must contain the numbers 1–9.
2. Sudoku is a game of logic and reasoning, so you should not need to guess.
3. Don't repeat numbers within each block, row, or column.
4. Use the process of elimination to figure out the correct placement of numbers in each box.
5. The answers appear on the last page of this newsletter.

BOX   BLOCK

BOX		3	9			1		
5		1				4		
9			7		5			
6		2	5	3		7		
				7			8	COLUMN
7			8			9	3	
8		3		1			9	
	9		2		6		7	
4					3		6	1

ROW

What the example will look like solved ⊙

2	4	8	3	9	5	7	1	6
5	7	1	6	2	8	3	4	9
9	3	6	7	4	1	5	8	2
6	8	2	5	3	9	1	7	4
3	5	9	1	7	4	6	2	8
7	1	4	8	6	2	9	5	3
8	6	3	4	1	7	2	9	5
1	9	5	2	8	6	4	3	7
4	2	7	9	5	3	8	6	1

"When you feel that others are lacking and failing ... first assess the skill, style, quality, results, mindset, support, professionalism, and spirit with which you yourself play the game."

RASHEED OGUNLARU // English life coach, author, and public speaker

Original paper versions of **Battleship** included land areas in addition to the water.

The **longest Monopoly game** ever went on for 70 straight days.

When Mario made his debut in Nintendo, his profession was a **carpenter** since the game took place at a construction site. It wasn't until *Mario Bros.* that Mario made the career change to plumber, as much of this game took place underground.

Due to the popularity of the *Mario Bros.* game in 1983 there was a huge increase in the number of people **naming their children Mario** during that time.

Source: buzzfeed.com, thechessworld.com, theboxcarbar.com

In the Bleachers © 2015 Steve Moore. Dist. by Universal Uclick

9/10   www.gocomics.com/inthebleachers

Idiom

"Fair play" or "Fair Game"

Meaning "Fair play" is the properly conducted conditions for a game, giving all participants an equal chance. The expression is also used more widely to mean fairness and justice in contexts other than games.

Origin Shakespeare coined this phrase and used it in several of his plays; for example, *The Tempest*, 1610:

MIRANDA: Yes, for a score of kingdoms you should wrangle, And I would call it, fair play.

The term migrated into "fair dinkum", which is well-known as an Australian phrase but may have travelled there from England. An unambiguously Australian term meaning the same thing as "fair play" is the more recent 'fair go.' This is first recorded in the Australian author Lewis Stone's book *Jonah*, 1911:

"Get set! — get set!" cried the boxer, lolling in his seat with a nonchalant air; and in a twinkling a bright heap of silver lay in front of each player, the wagers made with the gaffers opposite. The spinner handed his stake of five shillings to the boxer, who cried "Fair go!"

The term was first printed in a book by Davy Crockett in 1833.

Source: phrases.org.uk
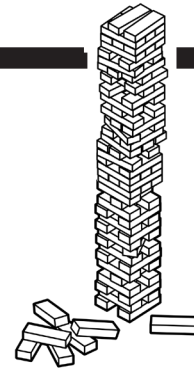
ACCORDING TO HASBRO, THE **TALLEST JENGA TOWER** EVER WAS 40 LEVELS TALL PLUS TWO ADDITIONAL BLOCKS ON TOP.

ALBERT EINSTEIN WAS A GOOD FRIEND OF **WORLD CHESS CHAMPION** EMANUEL LASKER. IN AN INTERVIEW WITH *THE NEW YORK TIMES* IN 1936, EINSTEIN SAID, "I DO NOT PLAY ANY GAMES. THERE IS NO TIME FOR IT. WHEN I GET THROUGH WORK I DON'T WANT ANYTHING WHICH REQUIRES THE WORKING OF THE MIND." HE DID TAKE UP CHESS IN HIS LATER LIFE.

My Father Is a Retired Magician

BY NTOZAKE SHANGE

my father is a retired magician
which accounts for my irregular behavior
everythin comes outta magic hats
or bottles wit no bottoms & parakeets
are as easy to get as a couple a rabbits
or 3 fifty cent pieces/ 1958

my daddy retired from magic & took
up another trade cuz this friend of mine
from the 3rd grade asked to be made white
on the spot

what cd any self-respectin colored american magician
do wit such a outlandish request/ cept
put all them razzamatazz hocus pocus zippity-do-dah
thingamajigs away   cuz
colored chirren believin in magic
waz becomin politically dangerous for the race
& waznt nobody gonna be made white
on the spot   just
from a clap of my daddy's hands

& the reason i'm so peculiar's
cuz i been studyin up on my daddy's technique
& everythin i do is magic these days
& it's very colored
very now you see it/ now you
dont mess wit me
            i come from a family of retired
sorcerers/ active houngans & pennyante fortune tellers
wit 41 million spirits critturs & celestial bodies
on our side
            i'll listen to yr problems
            help wit yr career yr lover yr wanderin spouse
            make yr grandma's stay in heaven more gratifyin
            ease yr mother thru menopause & show yr son
            how to clean his room

YES YES YES   3 wishes is all you get
    scarlet ribbons for yr hair
        benwa balls via hong kong
            a miniature of machu picchu

all things are possible
but aint no colored magician in her right mind
gonna make you   white
        i mean
            this is blk magic
you lookin at
            & i'm fixin you up good/ fixin you up good n colored
& you gonna be colored all yr life
& you gonna love it/ bein colored/ all yr life/ colored & love it
love it/ bein colored/

Ntozake Shange was born Paulette Williams in 1948 in New Jersey. After enduring many struggles during her time in college, including a divorce, Shange changed her name to "Ntozake" meaning "she who comes into her own things" and "Shange" meaning "she who walks like a lion" in the Zulu dialect Xhosa. Shange would go on to a successful career as a poet and playwright, whose work, *For Colored Girls Who Have Considered Suicide / When the Rainbow Is Enuf*, drew heavily on her experiences of being a Black female in America. Poets.org

WRITING PROMPT
Chuck Palahniuk once tasked himself to write a short story guided by a set of game rules. This story eventually became part of his most famous novel, *Fight Club*, with its most iconic line being the first rule in the story: "1. You don't talk about fight club." Write a poem that focuses on a set of game rules, either pre-existing or a game that you've invented.

Word Search

A	A	O	I	T	E	E	K	A	R	A	P	C	D
Z	E	M	E	E	N	A	G	F	R	G	A	S	C
R	U	Y	A	I	N	T	E	E	I	R	T	G	F
A	R	E	Z	G	R	O	T	I	B	B	A	R	R
Z	A	S	A	M	I	E	A	I	B	E	F	C	S
Z	R	S	I	C	I	C	T	I	O	N	O	I	U
A	B	S	L	I	E	N	I	A	N	N	R	R	O
M	R	R	N	B	G	L	I	A	S	M	T	N	R
A	M	D	N	A	R	G	E	A	N	L	U	K	E
T	T	A	N	U	L	T	M	S	T	T	N	O	G
A	E	E	C	A	Z	R	D	O	T	U	E	P	N
Z	E	R	R	I	E	U	A	S	R	I	R	O	A
Z	G	B	I	A	N	A	Z	S	O	C	A	E	D
A	N	M	M	N	A	Y	I	G	R	E	Z	L	T

MINIATURE	YES	GRANDMA
PARAKEET	RAZZAMATAZZ	MAGICIAN
RABBIT	RIBBONS	DANGEROUS
CELESTIAL	FORTUNE	

TECHNOLOGY

How Chess Computers Work

BY MARSHALL BRAIN | howstuffworks.com | April 1, 2000

If you have ever watched a person first learning to play chess, you know that a human chess player starts with very limited abilities. Once a player understands the basic rules that control each piece, he or she can "play" chess. However, the new player is not very good. Each early defeat comes as something of a surprise — "Oh, I didn't think about that!" or "I didn't see that coming!" are common exclamations.

The human mind absorbs these experiences, stores away different board configurations, discovers certain tricks and ploys, and generally soaks up the nuances of the game one move at a time. Strategies and tactics develop to guide the player through each game.

For a human being, therefore, the game of chess involves a great deal of high-level abstract thought — visual pattern matching to recall board positions, rules and guidelines, conscious thought and even psychology.

Computers do none of this.

Chess seems like a distinctly human activity, requiring intelligence and thought, so how can a computer possibly do it?

In this article, we will take a look at this question. What you will find is that computers don't really "play" chess like people do. A computer that is playing chess is not "thinking." Instead, it is calculating through a set of formulas that cause it to make good moves.

The current state-of-the-art in computer chess is fairly intricate, but all of it involves blind computation that is very simple at the core.

Let's say you start with a chess board set up for the start of a game. Each player has 16 pieces. Let's say that the player with white pieces starts. White has 20 possible moves:

➡ White can move any pawn forward one or two positions.
➡ White player can move either knight in two different ways.
➡ For the player with black pieces, the options are the same.
➡ Every move from then on is based on the move the other player made.

This is how a computer looks at chess. It thinks about it in a world of "all possible moves," and it makes a big tree for all of those moves, like this:

In this tree, there are 20 possible moves for white. There are 20 * 20 = 400 possible moves for black, depending on what white does. If you were to come up with every arrangement of a chessboard, the number of them would be incomprehensibly large. In fact, it

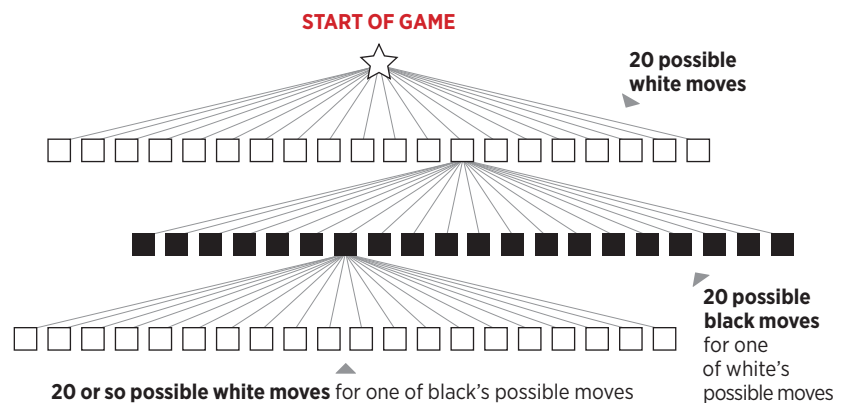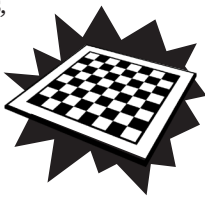would be much larger than the total number of atoms in the universe.

No computer is ever going to calculate the entire tree. What a chess computer tries to do is generate the board-position tree five or 10 or 20 moves into the future. Assuming that there are about 20 possible moves for any board position, a 10-level tree contains about 10 trillion positions. The depth of the tree that a computer can calculate is controlled by the speed of the computer playing the game. The fastest chess computers can generate and evaluate millions of board positions per second.

Once it generates the tree, then the computer needs to "evaluate the board positions." That is, the computer has to look at the pieces on the board and decide whether that arrangement of pieces is "good" or "bad."

Programming a computer for this is extremely complex because of the different values of pieces and the massive number of combinations they can be in. Programmers can use functions to make the computer able to process data more easily and require less memory. Unlike human thought though, this is all done by the computer through brute force calculations.

What is interesting is that this sort of technique works pretty well. A fast computer can look very far into the future to play a very good game. With the new concept of machine learning, the machine can improve at playing the game over time.

The key thing to keep in mind, however, is that this is nothing like human thought. When we learn how human thinking works and create a computer that uses those techniques to play chess, we will really be onto something.●

START OF GAME

20 possible white moves

20 possible black moves for one of white's possible moves

20 or so possible white moves for one of black's possible moves

PERSPECTIVE

Why We Play | Doing What We Love, Despite the Risks

BY EVA HOLLAND | sbnation.com | June 25, 2014

I can still hear the quick crunch of his vertebrae cracking. That's the meddling of hindsight, of course — he was too far away, out in the middle of the night-dark field, and there were too many people around me and around him: the fans heckling, the grunts and dull thud of 16 men crashing together in the scrum, then an ominous silence. People breathing hard, whispering, yelling for help.

But whatever I heard or didn't hear, whatever tricks memory has since played, I knew as soon as the scrum collapsed in on itself that something was wrong. It was clear in the collective intake of breath from the crowd, in the way the other players shifted their feet and paced in circles while they waited for the stretcher to arrive. I was in my ninth year of competitive rugby and I had seen plenty of men and women carried off the field, but in all those other instances the spinal boards had been only precautionary. Everyone knew, this time, that something was different.

He'd been in the front row when the scrum caved in, and he'd been driven headfirst into the ground. His neck was broken, and apart from a twitching bicep, he was paralyzed from the shoulders down.

"He was so young," people said, defaulting to the past tense. "He was only 20 years old."

And then, the inevitable Band-Aid: "He was doing what he loved."

If "doing what I loved" cost me the use of my legs and my arms, or the full use of my brain, would I say it was worth it? Could I measure the sport's rewards and stack them against the risks, and if I did, what would that balance sheet look like? What had the sport given me, and how much was I willing to pay in return?

One man who has had to face that question is Darryl Tait, who lost the use of his legs in a snowmobile accident in 2009. I first meet Tait at the small, scruffy skate park that sits next to the Yukon River in Whitehorse, where we both live. It's a hot — by Yukon standards — sunny day in early May, and Tait, who is self-sufficient and lives by himself nearby, is just reemerging to enjoy the weather after being laid out by a urinary tract infection, a common hazard for people with spinal cord injuries. When I arrive, a handful of skateboarders are making lazy loops around the park, and Tait, now 24, is sitting in his wheelchair talking to a couple of the other guys.

Tait wears Vans, skinny jeans and a brand-name hoodie. He's a regular at the park, and not just to sit on the sideline and reminisce about old times. His wheelchair is designed for WCMX; it has built-in suspension and skateboard wheels in front. "I've gotta be cautious that I don't bend it up too bad. I still have to get groceries in it," he says.

While I watch, he straps on a full-face helmet, elbow pads and kneepads — actually a second set of elbow pads, since his knees are so much smaller now — and rolls out into the concrete of the park. He'd warned me before we met that since he'd been so recently bed-bound, he wouldn't be able to show me anything "too gnarly."

He pulls up next to the quarter-pipe, reaches above his head and hauls himself up the side of the structure, hand over hand, settling himself onto the platform up top before getting another skater to pass his chair to him. Then he maneuvers back into it and straps himself in — "I'm safer in my chair than outside of it," he tells me — before dropping in.

Tait's fearlessness is a lifelong habit. He rode a snowmobile for the first time at age 3, started dirt-biking at 4, and also devoted himself to skateboarding, snowboarding, BMX and mountain biking. He tackled "pretty much all of the extreme sports I could do all through the seasons," he says.

Tait approaches his sports slightly differently now. "I was scared," he says of his re-entry to extreme sports, this time without the use of his legs. His paralyzed lower half is particularly vulnerable to injury: the bone density is weaker, and healing is slow. And if he hurt himself in an area he can't feel, the injury could fester, unnoticed and untreated. "There was a whole new calculated risk factor. 'Is it really worth it?' I don't take the same risks I used to."

But the rewards remain the same. Individual sports typically offer a different set of psychological and social benefits than team sports, and while I sought out a sense of identity and community, for Tait, it's always

Darryl Tait, an extreme sports athlete, was injured while attempting a back flip in a snowmobile competition. He has since embraced the nascent sport of WCMX — a combination of skateboarding and BMX, but in a wheelchair.

Photo by Eva Holland

been more about a sense of accomplishment: You work and you work to land a new trick, building up your skill sets and pushing yourself further and further, and then when you land that trick you move on to the next challenge. "Not doing it because people think it's cool or anything," he says, "but just doing it for yourself."

He's come a long way from those dark nights after he first came home from rehab. A couple of years ago, he tells me, he noticed a transition: He'd wake up in the morning and just go about his routine without thinking about how things used to be. He'd stopped thinking, "I wish I could just stand up in the shower," or "I wish I could stand up to dress myself." Somewhere along the way, he'd become liberated from why and what-if.

People ask him sometimes if he would want an operation, if one existed, to fix his spine. His answer? "I don't know," he says. "Maybe it would bring me more pain than I need."

I've told Tait about that night in England, and my questions about whether I'd be content to live with my choices. I think he can tell that I'm looking to him for something like reassurance. He's met a lot of people with serious spinal cord injuries, and for what it's worth, he tells me, in his experience the only ones still mired in anger and regret are the ones who had their mobility taken from them by an outside force, a drunk driver, for instance.

He looks around the skate park. "I feel good every time I come out here," he tells me. "If I have any anger or frustration in my head, this just takes me away from that."

Then he shrugs, thinking back to that day in New Hampshire. "It was my decision. I accept it for myself."

It's impossible to say how I would have reacted to a serious rugby injury, when I played, or how I'd handle one now, in my new sports. It's cruel to picture the sports we love, and that give us so much, ultimately leaving us with a legacy of unhappiness and regret.

In the end, there's no knowing for sure. Despite all my talk of costs and rewards, the sports we love don't come with a disclaimer or a warrantee, any more than the people, places or professions we love do. There are always consequences we can't control: when we climb a mountain, fall in love, cross the street without looking both ways.

The only sure-thing we can reach for, and hold tight to, and remember as we make choices and take risks every day, might be that lesson I learned when I first started playing: that the fear, the anticipation, of hurting someone, or of being hurt, turned out to be worse than the pain itself. ●

⬆ Edited for space

Jotto | The Game

BY ZAC PRICENER | WORDFINDER.YOURDICTIONARY.COM | SEPTEMBER 10, 2021

What Is Jotto?
Jotto is a two-player, logic-based word game where the goal is to guess your opponent's secret word before they guess yours. You'll always know the length of the secret word, so you make your guesses based on that and how many words you know.

Game Setup
Each player chooses a secret word and writes it one inch from the bottom of a regular piece of paper.

1. Fold the one-inch piece on top of the word to hide it.

2. When selecting a word, both players need to agree upon the word length. Most games use either four or five-letter words.

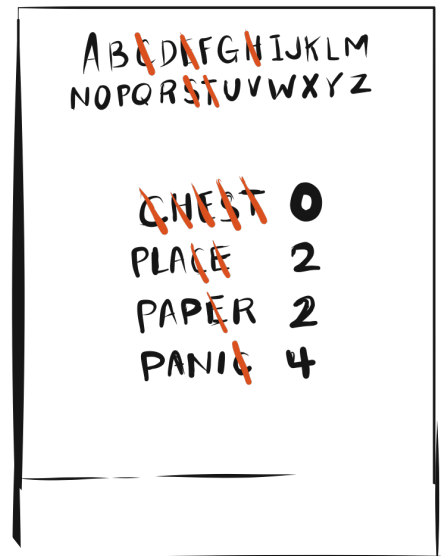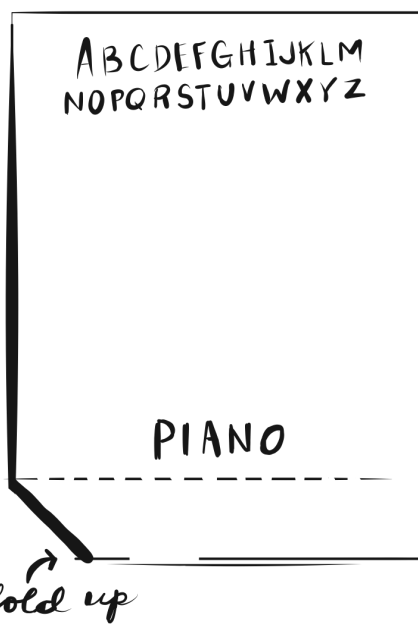3. Each player will write their guesses on the blank space of their paper.

Jotto Gameplay Instructions
Once you've got your secret words written and ready to go, the game can begin. When a player writes down a guess, their opponent checks the guess against their secret word. If the guess shares any letters with the secret word, they tell the other player that number. For example, if you guess "shirt" and your opponent's secret word is "words," then there are two letters in common: S and R. Your opponent would say "two" to you.

4. Your opponent then gets the chance to guess your secret word. You take turns going back and forth to gain more information.
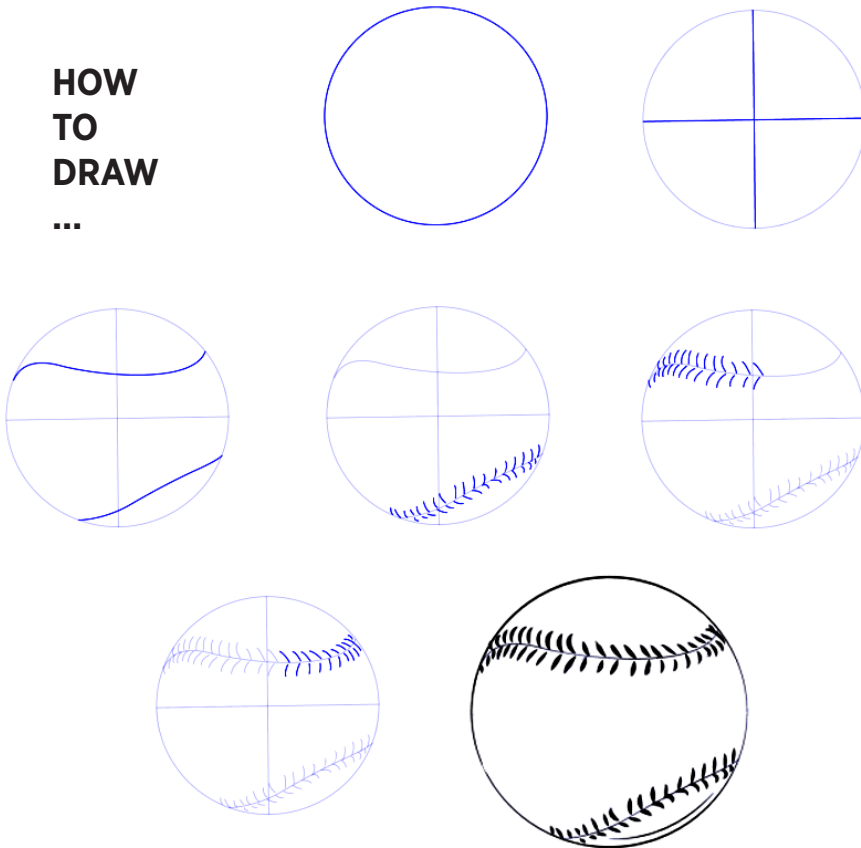
5. Each player keeps track of their guesses and the letters they share with the secret word. The more words they guess, the more they will narrow down what the five letters are.

6. The first person to find all five letters and spell the secret word wins.

ABCDEFGHIJKLM
NOPQRSTUVWXYZ

PIANO

fold up

ABCDEFGHIJKLM
NOPQRSTUVWXYZ

CHEST 0
PLACE 2
PAPER 2
PANIC 4

HOW TO DRAW ...

drawingtutorials101.com

WORDS OF ENCOURAGEMENT

Play is one of the most important aspects of childhood social development, and it continues to help us bond as we reach adulthood. We learn how to work a team, persevere through challenges, use our instincts and brain power, and compete gracefully. It takes many forms, whether that is in the games that we normally think of or in artforms such as music, visual art, and theater. We play with our words to make our messages more interesting and wittier, and we play when we do something as simple as drawing something on concrete with a tree branch. With play, we amuse ourselves in any way we can regardless of what we have in our possession. Some of life's most memorable moments come from the sincere or comical events that happen when we take a moment to do or think about things simply because they're interesting for no apparent reason. Personally, I have always seen play as a way to simply appreciate our own humanity and share that with others. This week, I challenge you to take a moment and do something silly and enjoy it without any explanation for why it made you or the people around you happy. As a team, we hope you enjoyed this week's edition of *The Warbler* and want to emphasize that we love you for who you are.

Taylor

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Answers

SUDOKU #153

4	1	8	5	6	7	3	2	9
6	9	5	1	3	2	4	8	7
3	2	7	8	9	4	1	5	6
2	5	9	7	4	8	6	1	3
8	3	6	9	5	1	7	4	2
1	7	4	3	2	6	8	9	5
5	6	3	4	8	9	2	7	1
9	4	1	2	7	3	5	6	8
7	8	2	6	1	5	9	3	4

SUDOKU #154

5	7	6	3	8	2	1	9	4
9	3	1	4	6	7	8	2	5
4	2	8	1	9	5	6	7	3
7	5	3	9	1	4	2	8	6
1	9	2	8	5	6	4	3	7
8	6	4	2	7	3	9	5	1
6	8	9	5	3	1	7	4	2
2	1	5	7	4	9	3	6	8
3	4	7	6	2	8	5	1	9

? Rebus Puzzle

Page 2 Rebus Puzzle:
1. Vanishing cream
2. He's full of baloney
3. Joke's on you

Send ideas and comments to:

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UNTIL NEXT TIME 👋!